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### 1. [SOAP: Using ATL \*\*Server\*\* to Build an \*\*Asynchronous\*\* SOAP \*\*Client\*\* in ...](#)

In fact the **call** to the **server** is only made once, but the **client** needs to make the **call** ... Once the processing is complete (the completion **counter** reaches ... experiment to **compare** the performance of an **asynchronous** set of clients with ... The first application, **Sync**, uses a single **client** and it was generated by ... [msdn.microsoft.com/en-us/magazine/cc301865.aspx](#) - [Cached](#) - [Similar](#)

### 2. [How the \*\*Asynchronous\*\* Model Works](#)

The **client** makes **calls** to **server** classes, passing in a method reference with an employee ID. .... 'after each write make things **wait** ' for some time System. ... The **Counter** method provides an insight on the importance of **synchronization** ... [www.devx.com/dotnet/Article/22358/1763?supportItem=7](#) - [Cached](#) - [Similar](#)

### 3. [\[PDF\] X \*\*Synchronization\*\* Extension Library Version 3.0 X Consortium ...](#)

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**server** to which **client** requests can be **synchronized**. This allows simple ... **calls** that it makes are undefined. XSyncSystemCounter \* ... processed **asynchronously** by the **server**; this function always returns immediately after issuing the request. ... trigger. **wait** value; /\* value to **compare counter** to \*/. XSyncTestType ... [www.xfree86.org/current/synclib.pdf](#) - [Similar](#)

### 4. [Asynchronous Socket Programming in C#: Part I — CodeGuru.com](#)

Mar 1, 2005 ... This is a simple **Client-Server** application developed to explain ... you have (m\_workerSocket) and also increment the **client counter**. ... Once a connection is established, you **call** the BeginReceive() **asynchronous** function to **wait** for ... as thread **synchronization**, please see Part II of this article. ... [www.codeguru.com › .NET / C#](#) - [Cached](#)

### 5. [\[PDF\] Remote Method Invocation \(RMI\)](#)

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Note that since the **server** calls back the **client** via RMI, the **client** also needs to ....  
System.out.println("[client] (before) counter = " + remObj.read() ); remObj.update(); ...  
**synchronization**. ▶ See example ch4/rmi/ex6-**Asynchronous-Server**. ... try {wait();}  
catch (InterruptedException ie) {interrupted=true;} ...  
cs.boisestate.edu/~amit/teaching/455/slides/java-rmi.pdf

## 6. [The parallel \*\*client-server\*\* paradigm\\*1 - Elsevier](#)

Author Keywords: **Client**; **Server**; Shared memory; **Asynchronous**; PRAM ..... to have  
a duplicate **counter**) [23] are not suitable for this task. ... in  $\delta$  of some call insert'(k',t')  
after executing the **compare**-and-swap operation of .... M.P. Herlihy , Impossibility and  
universality results for **wait-free synchronization**. ...  
[linkinghub.elsevier.com/retrieve/pii/S0167819101001478](#) - [Similar](#)  
by Y Ben-Asher - 2002 - [Cited by 1](#) - [Related articles](#)

## 7. [\[PDF\] X \*\*Synchronization\*\* Extension Library Version 3.0 X Consortium ...](#)

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keep the **client** and **server** **synchronized**. The **synchronization** extension ... If a  
**client** violates this rule, the effects of all XSync calls that it makes are undefined. ...  
processed **asynchronously** by the **server**; this function always returns ... trigger. wait  
value; /\*value to **compare counter** to\*/. XSync Test type ...  
[www.x.org/docs/Xext/synclib.pdf](#)

## 8. [Apache Camel: Async](#)

The **client** sends a **sync** Request Reply message over HTTP to Camel. ... Request  
Only the Async **counter** part will not **wait** for the processing of the message to  
complete. ... Example: **Asynchronous** Request Reply. Suppose we want to call a  
HTTP ... One for the HTTP service where we simulate a slow **server** as it takes at ...  
[camel.apache.org](#) › Documentation › Architecture - [Cached](#) - [Similar](#)

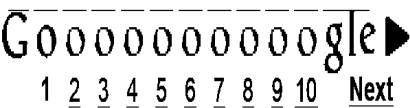
## 9. [Multithreading Programs: Guidelines for DCE Applications](#)

DCE uses a directory service and name **server** to provide **client-server** location  
transparency. ... Some threads continue processing while other threads **wait** for  
services .... **counter** & Number of running threads \*/ 5 pthread\_mutex\_t **sync**; ....  
Simulating **asynchronous** RPC calls. The main form of communication among ...  
[doi.ieeecomputersociety.org/10.1109/52.476289](#) - [Similar](#)  
by B BALAKRISHNAN - [All 4 versions](#)

## 10. [AJAX and Session "Race Conditions"](#)

Feb 27, 2006 ... If you cannot deal with this and need multiple **asynchronous**  
requests .... For some reason you decide to use a **server** side session variable ... Like

calling a **sync calls** from an iframe for instance, so the whole window isn't locked. ...  
end up with a **client** that has click and **wait** of a normal web app ...  
www.sitepoint.com › Blogs › PHP - [Cached](#) - [Similar](#)



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